

Cinch or Pedro

and

How
To
Play
It.

The United States
Playing Card Co.

CINCINNATI, U. S. A.

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THE U. S. PLAYING CARD CO., Cincinnati, U. S. A



ROOKWOOD INDIAN BACK.



SPINNING WHEEL BACK.

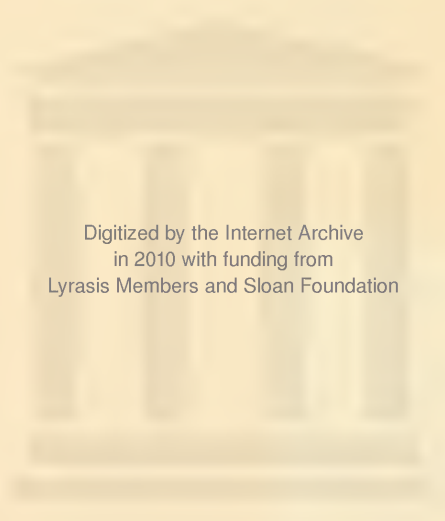
These are only two of the many popular backs in

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THE U. S. PLAYING CARD CO.

CINCINNATI, U. S. A.

Grand Prix, International Exposition Paris, 1900.

Cinch.

(Double Pedro—High Five—Auction Pitch—Commercial Pitch.)

From two to six persons may play at Cinch, but the four-handed partnership game is the most desirable. A full pack of fifty-two cards is used, and fifty-two points constitute a game. In cutting for deal, low deals, Ace being high. The deal, in turn, passes to the left.

The dealer deals three cards at a time to each of the players until each has received nine.

The players then bid for the privilege of naming the trump, the bids commencing with the player to the left of the dealer. Each player has but one opportunity to bid. The dealer may reject all bids and name the trump himself. If none of the other players bid, the dealer must bid one point and name the trump, or lose the deal. After the highest bid has been made and the trump named, each player must discard at least three cards from his hand. He may discard as many more cards as he desires, even to discarding the entire hand. The dealer then gives each player enough cards from the pack to *fill* his hand out to six cards. All discards remain on the table, *face upward*.

After the dealer has filled all the hands except his own, he is privileged to search through the remainder of the pack and rob it, by taking from it any cards he chooses. Should he find in the pack and

his hand more than six trumps, he must discard all over that number, so that they can be seen by all the other players.

Should a player, through error, discard a trump, he may take it back, unless his hand has been filled and he has examined the last cards dealt him, in which case it must remain among the discard; and, if of any counting value, must be counted for the player naming the trump.

The namer of the trump leads any card he chooses, and thereafter the lead passes to the winners of the tricks.

The highest card played takes the trick, the trump suit ranking above the lay suits. If a player has a card of the suit led, he must play it, or trump. If he has no suit, he can play any card he pleases.

The cards in the trump suit rank as follows: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Right Pedro, Left Pedro, Four, Three, Two. In the lay suits, cards rank from Ace—High, to Deuce—Low. If Hearts are trump, the Five of Hearts is Right Pedro and the Five of Diamonds is Left Pedro, and *vice versa* if Diamonds are trump. The same rule applies to Clubs and Spades when they are trumps.

The points to be scored are: High (Ace of trumps), one; Low (Deuce of trumps), one; Jack (Knave of trumps), one; Game (Ten of trumps), one; Right Pedro, five, and Left Pedro, five. Total points possible in any one hand, fourteen. In scoring, these points have precedence in the order named. High and Low count to the side playing them. To avoid disputes as to who played Low, it should

not be placed among the other cards of the trick to which it is played, but should be placed directly in front of the player playing it, and there remain until the count.

After the hands are played out, each side or player counts all the points they have made. If the side naming the trump has not made as many points as they bid, they are set back the amount of their bid. If they have made as many as, or more, than they bid, they score all they have made.

If a player is set back more points than he has to his credit, he is said to be "*in the hole*" that amount, and a ring is drawn around the amount on the scoring sheet, to indicate that he owes that many points. A player or side revoking can not score any points made in that hand. If the bidder's adversary revokes, the bidder scores all points he makes that hand, even though he does not make as many as bid.

VARIATIONS.—The Joker is frequently used and is the highest card, takes any trick, and counts ten points. It does not score for High, however, the Ace still being considered High in counting for game.

High and Low sometimes count for the sides taking them in.

It is frequently made obligatory to play a trump for first lead.

Instead of setting back a player who fails to make amount bid, this amount is sometimes added to the adversaries' score.

Two-handed Cinch.—Deal seventeen cards to each player. Bid and name the trump, after which each discards all but six cards. The successful bidder leads, and each draw one card from the pack, the winner drawing first, and so on till the pack, or all the trump suit, is exhausted. The hands are then played out, and points scored as in the four-handed game.

Blind Cinch.

Nine cards are dealt to each player (and also four extra cards, which are left on the table, face down, and not looked at till after all bids have been named). When all bids have been made, the *blind* hands are taken up and examined, and the successful bidder then names the trump, after which each player discards seven cards. The play and count then proceeds as in regular Cinch.

In some localities, the successful bidder must name the trump before examining the blind, but the general practice is as above.

Six-handed Blind Cinch.—Partnership game—three against three. Partners are seated alternately. Deal eight cards to each, and four (*the blind*) to the table, face down. These four cards belong to the successful bidder, who examines them before naming the trump. He then discards six cards, and the other players two.

Progressive Cinch.

Positions are as in Progressive Euchre. Each table is provided with a bell, and the bell is rung at table first scoring 32 points. Play immediately stops, the

partners having the most points on the last hand scored, progressing.

Ties may cut to progress and score, or a half game may be scored for each player, cutting to progress only. This latter is the most equitable and approved method.

The United States Self-Scorer, for Progressive Games, avoids confusion and litter—detects and corrects errors in the score immediately. It is the only system providing for the scoring of half games.

Another method is to play one hand or one round (four hands) at each table. In this case, the players who first get their hands played out must keep their seats until a tap of the bell by the hostess announces that all are ready to move. An individual record is kept of the number of points won and lost by each lady and gentleman during the entire sitting; the highest net score winning first prize, etc.

Auction Cinch.

(Razzle-Dazzle.)

For five or six players. Deal six cards—three and three. Bid, discard and fill as in regular or in Blind Cinch. The successful bidder then calls for the holder of a certain card to be his partner. He does not know who this is until the card called for is played. Thus, a player may have named Spades as trumps, holding the Ace, King and Left Pedro. He calls for the holder of the Queen of Spades to be his partner, and leads his Left Pedro, knowing that the Queen will take it and reveal his partner.

In some localities, the partner called for is allowed to announce himself as soon as the call is made, saying: "*I play with you,*" or, "*We are partners.*" This destroys much of the interest of the game, however.

Duplicate Cinch.

Duplicate Cinch is played after the manner of Duplicate Whist, with trays made especially for the Cinch game, or the Duplicate Whist trays, if preferred.

North and South players remain at same table throughout the entire game. East and West players move. Tables are numbered consecutively from 1 upward. From 25 to 50 deals, or trays, can be played in an evening. If there is an even number of tables an even number of trays must be played. Thus, if four trays are placed at each table, two only are played, and the moving pair take with them, to the next table, the two trays just played, and place these *under the two trays* they will find there. Trays must be played in consecutive numerical order. If but two trays are placed at a table, one will be played and carried to the next table and placed *under the one found there*. If there is an odd number of tables, the number of trays played must be a multiple thereof. The players will move from the lower to the next higher table, all trays at the table being played before moving. Before starting to play, the tray is placed on the table, the arrow or indicator pointing to the north, the word "dealer" indicating who has the first deal. The game is played with a full pack of 52 cards, which are dealt and discarded as in the regular game of Cinch or Blind Cinch. The player to the left of the dealer has the first bid for naming the trumps; trump is bid for and named exactly as in the regular game. The discard from the hand, instead of

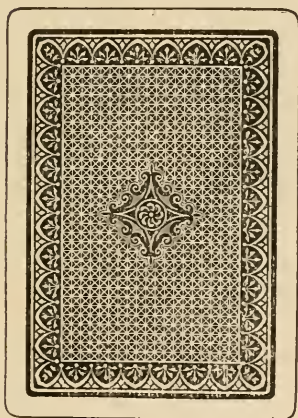
being thrown together, however, are placed in the pocket of the tray, directly in front of each player. The hand is played as in the regular game, except that each player lays his card directly in front of him, instead of throwing it in the center of the table, and as soon as the trick is played the cards composing it are turned face down. The winner of the trick immediately scores any points due him from the trick. After the cards have been played, each dealer takes from the tray pocket the seven discards and shuffles these with the six used in the play, placing the entire 13 cards used in the play face down in the pocket in front of him. The tray is then passed to the next table, where the same method is pursued. After the play of each hand, the winning pair record points made on their score card. Points are scored exactly as in the regular game—"set backs" being scored in the "lost" column and "points made" in the "gain" column. The opposing players should always O. K. the scores before players move. On the replay of the hand there is no shuffling or dealing. The hands are taken from the pocket, the player next left of the dealer begins bidding for trumps and the same method is pursued as in the original play. In case the game is Duplicate Blind Cinch, as soon as the hands are taken from the tray, the top four cards are counted off to constitute the "widow" and these are not looked at until the trump is named. Discards may be examined at once, before each deal or score is recorded for any missing card in trump suit necessary to correct count. Any cards so found shall

belong to the count of the opponents of the hand in which they are found. Total losses of each player is subtracted from his total gains, thus giving the net number of points won. From the above rules it will be noted that the trump suit may be entirely different on the over-play from that on the first play of the hands. The bid for the naming of the trump may also be an entirely different amount.

Another method of scoring which is recommended is as follows: Each side scores on a regular playing card counter (or two Seven-spots or a Six and Eight-spot may be used) all points they make as each trick is taken in. When the play of the hand is finished, the winning partners record the net number of points made on the score card. The net number of points consist of the lesser number deducted from the higher, if the bidder is the winner. If the bidder loses, opponents score all they make and add the amount of the bid, as in the regular game. The sum total of points scored in no case to exceed 14. In this way all set backs are taken care of as they occur, and the net gains, only, are scored, so that at the end of the sitting all that is necessary is to add up the totals on the score cards to determine the winner for the sitting.

No. 202. Sportsman's

Series A.



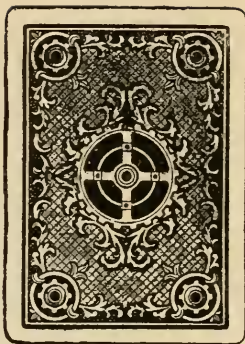
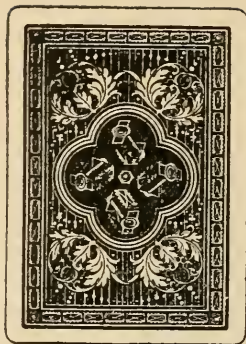
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The U. S. Playing Card Co.

CINCINNATI, U. S. A



“Bicycle”

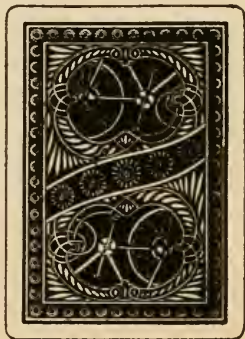
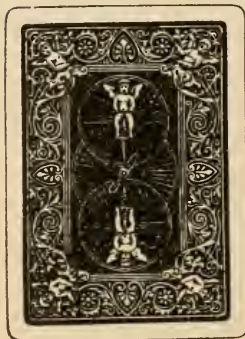
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GOOD NIGHT BACK.



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